# ENEMY ACTION: ARDENNES

OFFICIAL ADDENDA as of March 20, 2019 (*V3 updates highlighted*)

## ERRATA

### ALL GAMES

**Allied Command Card 23:** "4th Armored Division" should read "4th Infantry Division"

**German Command Card 43:** "I SS Panzer Corps" should read "II SS Panzer Corps"

**German Command Cards 58, 59, 66, 67, 70 & 71:** "7th Panzer Army" should read "7th Army".

**Counters**: The combat strength on the reduced side of CCA/9A/VIII should be "2". The combat strength on the reduced side of CCB/9A/VIII should be "3".

### TWO PLAYER

**Player Aid, Allied Player Events, Break in the Clouds:** Sentence should read "**This day only** During all combats on this day, you may play any card as an *Airpower* combat tactic."

**Game Map:** Hexes 0201, 0205 and 0206 should be marked "No Exit"

**Game Map, Victory Point Awards:** Victory Points for exiting German units should match those in 14.1 of the rules. The rules are correct.

**7.72 and 11.51:** Dinant is in hex 1125, not 1126.

**11.42 Activating OKW units:** Both instances of "may be" in the last paragraph should read "are".

**Player Aid, Allied Events, Patton on the Move**. The first sentence should read "Move **all III Corps** units from the December 22 space of the calendar to the December 21 space."

### GERMAN SOLO

**Player Aid, Tracing Communication and Supply**. Communication may be traced across enemy bridges.

**Allied Action Card 15, Strengthen:** Situation description should begin "Unit proximate to but not stacked with unit/stack with total strength ≤ 3 (≤3 steps if in VP hex),…". First sentence of Action description should read: "Move to closest qualifying unit/stack, then weakest."

**3.0, Setting up for Play, Card Preparation:** Step 2 should read: "2. Place your initial supplemental cards in the Available Supplemental Cards box." Step 3 should read: "3. Place your German reinforcement cards in the Cards Entering Play box."

**4.0, Sequence of Play, II Card Preparation Phase:** Step 3 should read "3. Place all Supplemental Discards from the previous day face down in the Available Supplemental Cards box."

**6.5, second example:** Delete the third sentence, beginning "You may play a division card …"

**7.42 Activating OKW units:** Both instances of "may be" in the last paragraph should read "are".

**9.62, Deployment Under German Threat:** The second bullet should read "A German unit is proximate to or within three hexes of the position."

**11.6 German Strategic Movement Restrictions.** A unit conducting strategic movement can't enter a hex adjacent to an Allied position if doing so would trigger a roadblock check.

**11.82 British XXX Corps Restrictions.** Delete the exception regarding 29A.XXX; it does not apply to German solo.

**13. German Combat Sequence, Step 3**: The second bullet should read "If the formation is not a match or the defending units are out of communication, and the card lists a combat tactic, apply that tactic. (13.3)."

**13.2 Undetected Allied Defender.** If all defending units are dispersed do not draw an Allied card for undetected defenders or combat tactics.

**13.52, Allied Defender's Hold Chance:** The third item in the list of hold chance modifiers should read "+2 if the defending units have not yet retreated and all attackers are across a river"

**13.75 Two-hex Retreat:** Defending Allied unit(s) will retreat in violation of stacking limits only into the first hex of the retreat and if at least one defender hit remains unfulfilled after entering the hex. The retreating units then fulfill their next hit by retreating a second hex, instead of checking the priorities of 13.52. If unable to retreat a second hex from the over stacked hex, the defending units may not retreat at all.

**14.4 Allied Air Resupply:** This text should match that of the corresponding event description on the Events player aid card. The text on the player aid is correct.

**15.1 Roadblock Check:** Add bullet reading "The hex is not a German controlled town."

### ALLIED SOLO

**Player Aid, German System Intelligence [2], Movement Method 3, Cause Surround:** The second and third sentences should read "If more than one hex, move to hex adjacent to Allied unit, then hex that would block supply trace. If already causing surround but not adjacent to Allied unit, move adjacent."

**German Setup Card 9:** Instruction 2B: The three units of 12SS division should be placed in 0703, not 0803.

**7.41 and 10.7:** Dinant is in hex 1125, not 1126.

**9.2, Movement Method 3:** The text of the second bullet should read "If able to reach more than one hex that would cause surround, move to a hex adjacent to the Allied unit, then to the hex that would prevent the Allied unit from tracing supply if able."

**12.52, German Defender's Hold Chance:** The third item in the list of hold chance modifiers should read "+2 if the defending units have not yet retreated and all attackers are across a river"

**12.75 Two-hex Retreat:** Defending German unit(s) will retreat in violation of stacking limits only into the first hex of the retreat and if at least one defender hit remains unfulfilled after entering the hex. The retreating units then fulfill their next hit by retreating a second hex, instead of checking the priorities of 12.52. If unable to retreat a second hex from the over stacked hex, the defending units may not retreat at all.

**Page 52, German Advance Restrictions, Illustration A:** The Allied unit in hex 1415 should have bracketed combat strength, indicating it does not exert a ZOC.

## CLARIFICATIONS

### ALL GAMES

**Player Aids, German Events & Tactics, Press the Attack:** The *Press the Attack* combat tactic has no special advantage. Like all other combat tactics its play allows the attacker to draw a combat chit.

**Player Aids, Allied Engineer Combat Tactic.** An Allied attack supported by the Engineer combat tactic benefits from the Combat Engineers combat chit.

**Maps:** A bridge depiction should exist across the 2302-2303 hexside.

**Maps:** Hex 1728 and map edge hexes to its east along the diagonal map edge are considered on the south map edge. Hex 1729 is considered on the west map edge.

**AS and GS, Proximity:** Strategic movement is not considered when determining proximity.

**2P 9.73, GS 13.73, AS 12.73 Stay Together.** Retreating units must stay together except to avoid overstacking at the end of the retreat.

**2P 9.8, GS 13.8, AS 12.8, Two-Hex Advance:** An attacking unit advancing a second hex after eliminating the defenders in a combat is deviating from the path of retreat (since there was no retreat) for purposes of determining which hexes the advancing unit may enter.

**2P 10.23, GS 14.33, AS13.23, Effects of Isolation on movement and retreat of infantry units.** An infantry unit may move only one hex and if attacked may retreat only one hex. When moving, an infantry unit may not exit an enemy ZOC. When moving or retreating an infantry unit may not enter an enemy town or city, may not cross an enemy bridge, and if Allied may not enter an unoccupied Westwall hex.

**2P 12.2, GS 16.2, AS 14.2, Bridges – Control at Start:** The second sentence should read "…and the five intact bridges behind the German lines (at hexes 0302, 0502, 1802…"

### TWO PLAYER

**2.1 Map, Operational Boundary Lines.** Limits on German movement, not deployment, are lifted on Dec 20.

**4.III, Supply Phase. Step 1.** Players may play one or more Engineer or Bridge Engineer command events, each to repair or build one bridge.

**6.5 Consecutive Activation Restriction:** If you activate any units in a given corps, whether by brigade, division, corps, kampfgruppe or single unit activation, NO units of that corps may be activated in your next impulse. *For example, if you play a division card to activate the 2 Panzer Division (part of the XLVII Panzer Corps) you cannot activate any units of the XLVII Panzer Corps in your next impulse.*

The three impulses of the German Surprise Attacks on Dec 16 (4.11) are considered a single impulse for purposes of the consecutive activation restriction. A unit or formation activated in any of these three impulses cannot be activated in the German impulse directly after the first Allied impulse.

**9.22 Combat Tactic Wild Cards:** Exception: *Corps Artillery* may not be selected as a wild card combat tactic.

**9.23 Allied Army & Army Group Activation Combat Bonuses:** An attack must include at least one supplied Allied unit to receive the bonus.

**10.4 German Fuel Shortages.** A card indicating a formation is out of fuel must be discarded by the German Player even if the OOF formation is not in play; AND he must place out of fuel markers on any units in the OOF formation in play. "In play" includes units in map hexes and in the reserve box. OOF units in the reserve box can't be deployed to the map.

### GERMAN SOLO

**Player Aid, German Events & Tactics, Greif Bridge Protect:** German event name should read "**Operation Greif**".

**Allied Action Cards 19 and 20, Withdrawal Under Fire:** The preferences given in the Action description when moving additional hexes also apply to the first hex of the move.

**2.1 Map, Operational Boundary Lines.** Limits on German movement, not deployment, are lifted on Dec 20.

**2.21, Unit Selector Number:** In the event you must select from units with the same selector number (possible if units

are in different corps), select the unit in the lower numbered corps.

**4.III, Supply Phase. Step 2.** You may play one or more Bridge Engineer command events, each to repair or build one bridge.

**6.5 Consecutive Activation Restriction:** Once you activate any units in a given corps, whether by brigade, division, corps, kampfgruppe or single unit activation, NO units of that corps may be activated for the rest of the current impulse and the next impulse. *For example, if you play a division card to activate the 2 Panzer Division (part of the XLVII Panzer Corps) you cannot activate any units of the XLVII Panzer Corps for the rest of the current impulse and your next impulse.*

**9.2 Deployment Process [18+], Step 2 Out-of-contact check:** First sentence should begin "Check all eligible on-map Allied units *not deployed in Step 1* that are out of contact …

**9.3 Out-of-contact Allied Units.** An out-of-contact unit that is dispersed or isolated can't be taken as a reserve.

**9.51 Late Day Deployment.** If no units can be deployed to the map when the Expedite Reserve command occurs late in the day, move on to the next command on the card.

**10.4 Performing Allied Actions, Restrictions.** If after applying all conditions and restrictions to an Allied move, more than one destination hex is eligible, move to the westernmost hex.

**10.4 Performing Allied Actions, Movement.** When moving more than one unit in an Allied action, move the lead unit first, then other units in ascending numerical order.

**10.4 Performing Allied Actions.** The action wording "other units in the same corps (or army)" means the same as the lead unit, not units stacked with the lead unit.

**14.5 German Fuel Shortages.** You must discard a card indicating a formation is out of fuel even if the OOF formation is not in play; AND you must place out of fuel markers on any units in the OOF formation in play. "In play" includes units in map hexes and in the reserve box. OOF units in the reserve box can't be deployed to the map.

**15.1 Road Block Check:** Additional Allied position hex criteria: The hex was not occupied by a German unit at any point in the current German activation.

**15.11:** If a German unit's entry into a hex triggers both a roadblock check and a bridge demolition check, conduct the demolition check before the roadblock check.

**15.11:** If a German unit moving via the *Reinforce Battle* tactic is halted by a roadblock check or bridge demolition check before reaching a hex adjacent to the defending units, then no reinforcing units are added to the attack. (The tactic's additional chit draw still applies.)

## ALLIED SOLO

**3.0, Illustration of Unit Placement & Adjustment:** Setup instruction C3 is in error: the independent *Panzer-Bn* does not move from its original setup hex.

**6.4 Consecutive Activation Restriction:** If you activate any units in a given corps, whether by brigade, division, corps, or single unit activation, NO units of that corps may be activated in your next impulse. *For example, if you play a division card to activate the 9 Armored Division (part of VIII Corps) you cannot activate any units of VIII Corps in your next impulse.*

**8.13, 3rd and 4th bullets**: The next to last sentence should read "Also activate German units in the Reserve Units box, if in the same corps as any on-map active units."

**9.15 Reaching an Army's Third Objective**. First bullet, reference to hex 0139 should read 0129.

**9.2, Movement Method 7**: A German unit whose movement is considered complete as described in method 7 may have its position adjusted per 9.24.

**9.23, Moving Units with Corps Objectives.** The movement restrictions of 9.21 apply.

**9.25, Movement Methods for Unsupplied Units**: An unsupplied active unit unable to move via Movement Method 1 is checked for movement after all supplied active units have been checked. Check such units in ascending order.

**12.34 Allied Army & Army Group Activation Combat Bonuses**: An attack must include at least one supplied Allied unit to receive the bonus.

**Last resort tiebreakers**: If a choice of unit remains after applying all tiebreakers, choose the unit with the lowest selector number, then the lowest corps number. If a choice of hex remains after applying all tiebreakers, choose the lowest numbered hex.